

ONSLOW COUNTY PARKS AND RECREATION DEPARTMENT

Youth Baseball/Softball/T-Ball Rules & Regulations

The Athletics Division of the Onslow County Parks & Recreation Department provides a platform for physical activity focused on ethical behavior, social responsibility, community engagement, and competitive effort that encourages leadership and individual growth.

ACCEPTANCE: Participation and play, including district officers, coaches, volunteers, and players, in any Onslow County Parks and Recreation Department athletic program implies full acceptance of all rules governing play, including the playing rules, by-laws, policies and procedures, and "Code of Conduct."

PHYSICAL HEALTH VERIFICATION: It is the parent's responsibility to see that their child is in sound physical condition. It is recommended that a player have a thorough physical examination prior to participating in the program.

PLAYER ELIGIBILITY

- Players must register in the district that is appropriate to the Onslow County School in which they attend
 or within their home boundaries defined by Onslow County Schools districting. Please reference the
 Dixie district boundaries guideline found at the end of the rules manual.
- If a player moves to a new address in a different district during the season, the player will be permitted to stay in the currently registered district or join a team in the new district.

TEAM UNIT:

- Each team shall have a minimum of 10 players and a maximum of 15 players per roster.
- Registration for all districts must be completed before the start of the first scheduled practice. A player
 cannot begin practice with a team until he/she has registered, participated in the draft process, and has
 been placed on a team by the specified district.
- No coach shall allow any player to practice with his or her team who is not listed on the team roster.
- All practices must be held at the sites and times assigned by OCPR and district board. No other sites or times may be used.
- The minimum number of players required to begin a game is eight. A ten-minute grace period from the start time of the scheduled game is provided before forfeiture is determined.

COACHES

- All coaches must be approved by OCPR and receive a badge prior to coaching the first practice session.
- A coaching staff cannot exceed three coaches: one head coach and two assistant coaches. *Exception:* 8U and T-Ball may have one head coach and three assistant coaches.
- Coaches must wear the OCPR badge during all practices and games.



GAME PROCEDURES

- There will be no infield practice before or between games.
- Warm Up Period: There will be a minimum 15 minute warm up period before each game begins.
- Rostered players and coaches will be the only participants allowed in a team dugout.
- Scorekeepers should sit directly outside of the dugout on the side nearest home plate.

PRACTICE PROCEDURES

- Pre-Season: No more than 3 days per week. No practices will be scheduled on Sundays.
- During Season: No more than 2 days per week. No practices will be scheduled on Sundays.
- No practices will last longer than 90 minutes.
- No practices can be held unless an OCPR Athletic Coordinator and OCPR approved coach is present.

PLAYING TIME: During the regular season games, all players must play at least 6 consecutive outs on defense. All substitutions must enter the game by the top of the third inning. Substitutions must be reported to the official and opposing scorekeepers.

- Credit shall be given to players for a complete inning if the last half of the last inning does not need to be played.
- If a player is not present by the top of the third inning, they are not required to play. If that player enters the game, they must be able to meet the mandatory participation rule.
- A player who arrives more than 30 minutes after the start of the game will not be permitted to play.
- Failure to comply with the playing time regulation will result in a team forfeiture of the game.

PROTESTS: Protests on judgment calls will not be considered during regular season play.



OCPR ATHLETICS CODE OF CONDUCT

CONDUCT: All players, parents, spectators, and coaches must abide by the OCPR Athletics Code of Conduct. By registering/observing/participating in any OCPR recreation program, it is understood that all participants/spectators/guests have read, understand, and will follow this code of conduct, and will convey these expectations to any invited spectator or guest in attendance at any OCPR game or activity.

- All parents, spectators, and guests must understand that the purpose of this program is for children to learn and have a positive experience.
- Parents will learn the rules and the policies of the program and help teach their child the rules of the game.
- All parents, spectators, and guests will be a positive role model for all children participating in the program, agreeing to be supportive, respectful, and compassionate throughout the duration of the program/event.
- Parents, spectators, and guests will not engage in any unsportsmanlike or inappropriate conduct.
- All parents, spectators, and guests shall not criticize, taunt or degrade the opposing team or officials by means of words, hands, or other negative gestures.
- Parents, spectators, and guests will refrain from using profanity and/or abusive language of any sort.
- All parents, spectators, and guests will not condone nor endorse violence or aggression in any capacity.
- Parents, spectators, and guests shall treat players, coaches, and officials with respect.
- Parents, spectators, and guests shall not interfere with the course of a game and/or approach referees and/or any sanctioned official to dispute calls, scores, etc.
- Any verbal or physical dispute or confrontation is unacceptable.
- Parents, spectators, and guests will never ridicule, taunt, or verbally debase their child or any other participant while during a game or activity.
- Parents, spectators, and guests shall not smoke or use any tobacco product on facility grounds and/or in the presence of children.
- Parents, spectators, and guests shall refrain and not consume and/or possess alcohol and/or any other illicit or mind-altering substances at any time during the program.
- Parents, spectators, and guests shall strive to make the program a training ground for life by posing as a positive role model, reinforcing good behavior, sportsmanship, and self-confidence.
- Parents, spectators, and guests must respect the volunteer coach's authority and role within the program
 or activity.

DISCIPLINARY ACTION		
Ejection from Game	Minimum 1 Game Suspension (two ejections in the same season will result in season suspension)	
Unsportsmanlike Conduct	Minimum 7 Day Suspension	
Profanity	Minimum 7 Day Suspension	
Threatening an Official	Minimum Suspension for Remainder of Season	
Hitting an Official	Minimum 2 Year Suspension	
Use of Alcohol/Drugs on Property	Minimum Suspension for Remainder of Season	
Fighting	Minimum Suspension for Remainder of Season	

The guidelines above are not inclusive of all possible disciplined action.



Youth Baseball/Softball/T-Ball Playing Rules & Regulations

PLAYING RULES & REGULATIONS: The current "National Federation of State High School Associations" rules will govern play in all districts, except as modified by county league rules described in this rules manual. These rules and regulations will apply to all age divisions, unless otherwise noted.

ALL AGE GROUPS

Batting: Continuous batting will be enforced. Every player that is present at game time must be listed in the batting lineup and players must bat in the order listed.

A player who unintentionally throws his/her bat will be warned by the umpire. In addition, a team warning
will be issued and thereafter any player who throws his bat will be declared out. This is a dead ball
situation.

Baserunning: Baserunners cannot run out of the baseline to avoid being tagged out and cannot run into a fielder with possession of the ball with the intent of dislodging the ball. If this occurs, the runner will be considered out.

- If a player has passed the halfway line between bases when the umpire grants timeout, they will be awarded the base they are advancing to.
- Headfirst sliding (diving) is not allowed when advancing bases. Players may dive when returning to a base.
- Offensive teams may substitute a runner for their catcher at any point the catcher is a baserunner. It is required when there are two outs.
 - The offensive player who recorded the last out will replace the catcher.
- Offensive teams may have one coach in the first base coaches box and one coach in the third base coaches box.
 - Coaches may not make physical contact with baserunners to begin or stop the baserunner. Any
 contact between an offensive coach and the baserunner will result in the runner being out.

Calling Time: Time-out will be granted by the umpire when the defensive team has possession of the ball in the infield and requests time-out. The coach or the catcher are the only two participants who may call time-out.

T-BALL

Batting: Every player listed on the team roster bats every inning.

Pitching: 3-4: A tee will be provided and utilized for each batter.

5-6: A coach will pitch up to 3 pitches for each batter to hit the ball. If the player is unsuccessful in hitting the pitch, a tee will be provided for the batter to utilize.

Baserunning: Every will player will have the opportunity to cross home plate in each inning.

Defense: Every player plays in the infield/outfield for defense. All players must stand behind the designated arc for defense.



<u>8U BASEBALL / SOFTBALL</u>

Batting: Every player that is present at game time must be listed in the batting lineup and players must bat in the order listed throughout the entirety of the game.

- Players will have the opportunity to receive up to five pitches from a coach to hit a ball into fair territory. If the 5th or any additional pitch is hit into foul territory, the batter will receive an additional pitch.
- The first fair ball will be considered a live ball and the batter must run to first base.
- Batters are not allowed to bunt the ball.
- There will be a seven run limit per inning until the last inning.

Pitching: Any rostered coach may pitch for the duration of the game.

- Coaches may pitch from the designated pitching mark and may pitch from a standing position only.
- Once the ball is hit, the coach must remove themselves from active play.

Baserunning: Players are not allowed to lead off or steal any base. They may not leave their occupied base until the ball has been put into play.

Defense: Teams will play with 10 defensive players in the field.

- Teams will have a maximum of six players in the infield including a catcher and pitcher's helper.
- Defensive players may not take a position in front of the mid-point of the pitcher's circle.
- The infield fly rule is NOT in effect.

10U/12U BASEBALL

Batting: Every player that is present at game time must be listed in the batting lineup and players must bat in the order listed.

- Bunting is allowed; but if batter shows bunt, they may only bunt or pull back.
- **10U:** Players are not allowed to advance to first base on a dropped third strike. There will be a seven run limit per inning until the last inning.
- **12U:** With less than two outs and first base occupied at the time of the pitch, the batter *will not* be allowed to advance to first base on a dropped third strike. With two outs and first base occupied at the time of the pitch, the batter *will* be allowed to advance to first base on a dropped third strike.

Pitching: Pitchers performing the number of pitches below require the designated time for rest:

# of Pitches	Days of Rest
1-30	No set rest time
31-45	1 day of rest
46-65	2 days of rest
66 and above	3 days of rest

Player pitchers may re-enter the game as long as they have not exceeded their innings limit. They may
not re-enter the game in the inning they were removed.



- Coaches may have one conference per inning. The defensive team is not charged a conference when a
 pitcher is removed.
- Players may have no more than five pitches to warm-up at the beginning of an inning or when replacing a removed pitcher.
- Pitchers must come set or balk will be called- at the discretion of the umpire.

Baserunning: Players may steal bases but may not leave their base until the pitch leaves the pitcher's hand.

 If a player leads off before the ball leaves the pitcher's hand, the ball will be dead and the runner will be called out.

Defense: Teams will play with 9 defensive players in the field.

- Teams will have a maximum of six players in the infield including a catcher and pitcher.
- The infield fly rule is in effect.

10U/12U SOFTBALL

Batting: Every player that is present at game time must be listed in the batting lineup and players must bat in the order listed.

- Bunting is allowed; but if batter shows bunt, they may only bunt or pull back.
- **10U:** Players are not allowed to advance to first base on a dropped third strike. There will be a seven run limit per inning until the last inning.
- **12U:** With less than two outs and first base occupied at the time of the pitch, the batter *will not* be allowed to advance to first base on a dropped third strike. With two outs and first base occupied at the time of the pitch, the batter *will* be allowed to advance to first base on a dropped third strike.

Pitching: A player may only pitch 8 innings in one calendar week (Monday-Sunday).

- **10U:** After four batters have walked in an inning, the offensive team's coach comes in to pitch for the rest of the inning.
- Player pitchers may re-enter the game as long as they have not exceeded their innings limit. They may
 not re-enter the game in the inning they were removed.
- Coaches may have one conference per inning. The defensive team is not charged a conference when a pitcher is removed.
- Players may have no more than five pitches to warm-up at the beginning of an inning or when replacing a removed pitcher.

Baserunning:

- **10U:** Players are not allowed to lead off or steal any base. They may not leave their occupied base until the ball has been put into play.
 - **12U:** Players may steal bases but may not leave their base until the pitch reaches the batter.
- If a player leads off before the ball reaches the batter, the ball will be dead and the runner will be called
 out.



Defense: Teams will play with 9 defensive players in the field.

- Teams will have a maximum of six players in the infield including a catcher and pitcher.
- The infield fly rule is in effect.

14U/16U/18U BASEBALL

Batting: Every player that is present at game time must be listed in the batting lineup and players must bat in the order listed.

- Bunting is allowed.
- With less than two outs and first base occupied at the time of the pitch, the batter *will not* be allowed to advance to first base on a dropped third strike. With two outs and first base occupied at the time of the pitch, the batter *will* be allowed to advance to first base on a dropped third strike.

Pitching: Pitchers performing the number of pitches below require the designated time for rest:

# of Pitches	Days of Rest
1-30	No set rest time
31-60	1.5 days of rest
61-95	2 days
96 and above	3 days of rest

- Player pitchers may re-enter the game as long as they have not exceeded their innings limit. They may
 not re-enter the game in the inning they were removed.
- Coaches may have one conference per inning. The defensive team is not charged a conference when a
 pitcher is removed.
- Players may have no more than five pitches to warm-up at the beginning of an inning or when replacing a removed pitcher.
- Pitchers must come set or balk will be called- at the discretion of the umpire.

Baserunning: Players may steal any base and are allowed to lead off.

Defense: Teams will play with 9 defensive players in the field.

- Teams will have a maximum of six players in the infield including a catcher and pitcher.
- Defensive players may not take a position in front of the mid-point of the pitcher's circle.
- The infield fly rule is in effect.



15U/18U SOFTBALL

Batting: Every player that is present at game time must be listed in the batting lineup and players must bat in the order listed.

- Bunting is allowed.
- With less than two outs and first base occupied at the time of the pitch, the batter *will not* be allowed to advance to first base on a dropped third strike. With two outs and first base occupied at the time of the pitch, the batter *will* be allowed to advance to first base on a dropped third strike.

Pitching: A player may only pitch 8 innings in one calendar week (Monday-Sunday).

- Player pitchers may re-enter the game as long as they have not exceeded their innings limit. They may
 not re-enter the game in the inning they were removed.
- Coaches may have one conference per inning. The defensive team is not charged a conference when a pitcher is removed.
- Players may have no more than five pitches to warm-up at the beginning of an inning or when replacing a removed pitcher.

Baserunning: Players may steal bases but may not leave their base until the pitch leaves the pitcher's hand.

 If a player leads off before the ball leaves the pitcher's hand, the ball will be dead and the runner will be called out.

Defense: Teams will play with 9 defensive players in the field.

- Teams will have a maximum of six players in the infield including a catcher and pitcher.
- The infield fly rule is in effect.



DIXIE DISTRICT BOUNDARIES

SOUTHWEST

Blue Creek Elementary
Meadowview Elementary
Southwest Elementary
Bell Fork Elementary
Parkwood Elementary
Northwoods Elementary
Clyde Erwin Elementary

DIXON

Coastal Elementary
Dixon Elementary

RICHLANDS

Heritage Elementary
Richlands Elementary
Stateside Elementary
Summersill Elementary
Carolina Forest Elementary
Jacksonville Commons Elementary

WHITE OAK

Swansboro Elementary
Sand Ridge Elementary
Queens Creek Elementary
Hunters Creek Elementary
Morton Elementary
Silverdale Elementary